

Sorcerous Origin: Fae-Touched

Subclass

You draw your sorcerous powers from the Fae. The exact history of this connection might vary (folk-tales may be of some inspiration here). The most common form is the most direct: dalliances between Fae and mortals of all races are quite far from unknown. Almost equally likely, you may have been taken as a changeling child, only to be returned when you were older. Perhaps your ancestors helped one of the fae, and received their blessing in return.

Alternately the connection may not be anything so clear as these because the laws of the Fae are inscrutable, it is just as possible that you gained your powers because while your mother was pregnant she happened to sit under a certain acorn tree by a certain pond on the 17th day of the 23rd year of her life and sang a particular lullaby. It is also quite possible you simply do not know why you are graced with Fae powers and nor does anyone else.

Fae-Touched Sorcerer's tend to live unusual lives even by the standards of sorcerers. Many speak of a certain narrative logic entering their lives, with events unfolding as if they were characters in a story- coincidences and weird symbolisms included. Among some Fae-Touched Sorcerers this promotes a carefree, almost dreamlike attitude where life seems like a literal fairytale, or perhaps a game. Many a Fae-Touched sorcerer has found out too late that that defeating an ancient and wicked hag or rescuing their prince or princess from a very real dragon is much harder than the story books would have it.

Expanded Spell List

Like most of the sorcerer archetypes I design, this one uses the expanded spell system developed by SwordMeow. The rationale, as always, is that providing an expanded spell list allows the development of stronger and richer themes for class archetypes, and gives the sorcerer more space for interesting non-combat focused abilities in their otherwise rigorously limited list of spells known, encouraging creative and interesting solutions.

You learn the following spells at the levels indicated. They do not count against your spells known:

Level 1. *Silent Image*

Level 3. *Invisibility*

Level 5. *Phantom Steed*

Level 7. *Hallucinatory terrain*

Level 9. *Mislead*

Level 11. *Programmed Image*

Optional rule: Fae Visage

You and your DM agree you may use the following rule:

At levels 1, 6, 13, & 20 you develop a Fae quirk. Fae quirks have no mechanical effects, although if observed they may effect social interactions either positively or negatively depending on the disposition of those you speak with. At the given levels choose one from the following list or roll a D20 at your discretion. You may also design your own with your DM's permission.

1. Black Eyes: Your eyes are entirely dark, as if they were all pupil.
2. Horns: You have the smallest of bony horns on the top of your head.
3. Hooves: Your feet are replaced with hooves.
4. Verdance: Leaves and flowers are always interspersed in your hair.
5. Faint sound: If someone can see you and is aware of your presence, they can also hear a faint, pleasant music.
6. Shade: Your skin turns an unusual colour.
7. Light sleeper: When sleeping you occasionally float a few inches above the ground then gently float back down.
8. Motes: Small motes of light permanently rotate around both your index fingers.
9. Lines on Palms: The lines on your palms form a pattern totally different to normal.
10. Blue Blood: Your blood literally becomes blue, or some other colour.
11. Hair: Your hair becomes an unusual shade or pattern.
12. Bells: Whenever you laugh bells can very clearly be heard.
13. Tattoos: You develop what appear to be tattoos spontaneously, these sometimes shift and move.
14. Attendants: Small fae can sometimes be seen sitting on your shoulders, in your hair, behind your ears etc. They are insubstantial and cannot be interacted with.
15. Colours: Sometimes when glimpsed from the corner of the eye you appear to be a different set of colours entirely- perhaps inverted shades, or perhaps a perfectly monochrome.
16. Touch: Your touch feels tingling and electric.
17. Ring: You gain a ring of the purest silver on one of your fingers. This ring cannot be removed and on close inspection seems to actually be part of your body.
18. Scent: you smell faintly of a herb or flower, such as lavender, thyme or rosemary.
19. Pointed Ears: Your ears develop a noticeable point. If you are from a race that already has pointed ears the point becomes even more pronounced.
20. Tears: Your tears instantly turn to sturdy glass after leaving your eyes.

Class Features

Level 1: Fae-Skin

At the beginning of each of your turns gain temporary hitpoints equal to half your sorcerer level rounded up. Attacks by weapons made of cold-forged iron ignore these temporary hitpoints. You do not gain these temporary hitpoints if you carry any cold-forged iron on your person.

Level 1: Fae-Canny

You have advantage on saving throws against enchantment and illusion magic.

Level 6: Glamour

You have an innate affinity with enchantment and illusion. Whenever you cast a spell from these schools gain one sorcery point if the spell is of levels 1-3, two sorcery points if the spell is of levels 4-6 and three sorcery points if the spell is of levels 7-9.

Level 14: Touch the Soul

Once per day you may cast the spell *Geas* without expending a spell slot, and without allowing a saving throw. However you can only do so to enforce an agreement with a creature that has willingly entered into that agreement with you, without physical or magical coercion or threat. You also fall under the effect of a *Geas* spell, and take psychic damage as normal if you ever breach your side of the agreement. The *Geas* spell affecting the other party has a duration of the 30 days, but the spell affecting you is permanent as if it had been cast as a 9th level spell.

You may also spend a sorcery point to change the essence of a spell from physical to spiritual, altering its damage type to psychic.

Level 18: Sidhe's Spite

When you are struck by an attack you may spend one sorcery point and use your reaction to deal 4d10 psychic damage to your attacker. The attacker must also make a Wisdom Saving throw against your Spell Save DC, if it fails it has disadvantage on the next attack roll it makes before the end of its next turn.